DOWN IN THE DUMPS

DUMP SURVIVAL MANUAL

English

EPILEPSY WARNING

PLEASE READ THIS SECTION BEFORE USING A VIDEO GAME OR ALLOWING YOUR CHILD TO USE IT

- Some people can experience epileptic seizures or lose awareness when subjected to certain flashing lights or light patterns in their daily life. These people can experience seizures while watching certain TV pictures or playing-video games. Even individuals who have no medical history of epilepsy or never had any seizures may be affected.
- If you or your family demonstrate an epileptic condition (seizure or loss of awareness) when subjected to light patterns, please consult your doctor before playing.
- We recommend that parents supervise their children when they are using video games. If you or your child experience one of the following symptoms: vertigo, altered vision, eye or muscle twitches, lost of awareness, involuntary movement or convulsions, stop playing immediately and consult your doctor.

PRECAUTIONS TO TAKE WHENEVER USING A VIDEO GAME

- Do not sit close to the screen. Play from a distance, as far as the cord will allow.
- Avoid playing when tired or lacking sleep.
- It is recommended to play video games on as small a screen as possible.
- Always play in a room with plenty of light.
- Take ten to fifteen minute-breaks every hour when playing.

Grandpa Blub
'Space Sucks' declare his T-shirt, and who are the argue ?
The great family are relying on to get the hell off Planet Earth.

Grandma Blub
She is one strange Granny.
Her past as a call-girl at galactic nights-clubs brings out unpredictably hysterical fits of complete madness.

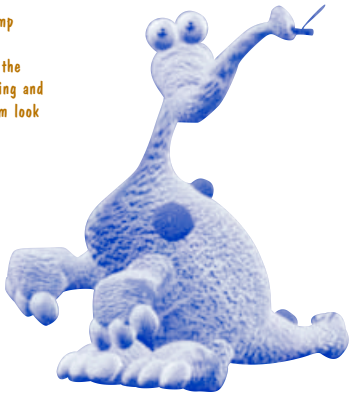
Mr Blub
A shinning example of fatherhood.
He spends his day drinking beer, watching sports on holotelevision, eating junk food and advancing the art of the 'couch potato'.

Mrs Blub
An excellent cook, and caring, sharing lady who would give her last cent to any poor and needy soul, but annoy her and beware of her art at rolling-pin bashing (used frequently when her husband has belched during her favourite game show).

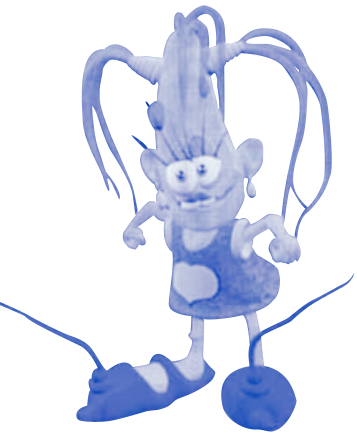
The Son
A typically mischievous and adventurous youth, he and his pet Stinky play out all sorts of adventures together. He's afraid of nothing, as long as it's not a spooky shadow, which will make him run screaming for safety.

The Rat
This pesky varmint hides in the dump and causes nothing but trouble. Thinking he's the Clint Eastwood of the tip, he moves faster than a very fast thing and totes a couple of pistols that make him look 'right hard'.

Bob The Reggae Flea
Living in the hair of humans, Bob dreams of peace throughout the scalps of the world. His laid back life includes an array of mind altering substances and playing bass in a dub reggae band.



Stinky
The extraterrestrial equivalent of a pet dog who does all the usual stuff- fetches sticks, plays with balls, and generally lives up to his name.



The Daughter
The youngest member of the family, she's inquisitive, cheeky and loves experimenting (like plucking the feathers out of a Quoic to see what they look like underneath). She alone is more dangerous than a Bingo hall full of grannies - beware.

Khan
The leader of the bad guys. As a youngster he would gather his friends together for a fun sacrificial slaughter down the local park. As an adult he wanted to be a supreme dictator. He failed. Instead, he leads a pissed-up gang of thugs around the galaxy and is at home as Emperor of the dump.

GAME INSTALLATION

DOS :

1. Insert the CD disc 1 in the CD-ROM drive.

2. Change to the CD-ROM drive, e.g. D: (assuming your CD-ROM unit was installed as drive D).

3. Initiate the installation program by entering «Install» and then follow the programme recommendations.

WINDOWS 95:

IF RUNNING UNDER WIN95 YOU MUST HAVE 16 MB RAM OR MORE FOR DOWN IN THE DUMPS TO RUN.

1. Insert the CD disc 1 in the CD-ROM drive.

2. A menu appears automatically an the screen offering you the option of installing the game or quitting the menu. To install the game, select the «install» option and then follow the program recommendations.

   Note: if the automatic menu does not appear immediately, Windows 95 AutoPlay mode must have been deactivated. In which case select the CD-ROM drive (via the «My Computer» icon) and initiate the «install» program. Then follow the program recommendations.

   Note: if the automatic menu does not offer the «install» option (the option is only dimly illuminated on the screen and the «already installed» box is ticked), then the game has certainly been installed already. If you wish to modify some instillation parameters or if a previous installation has failed, click on the «already installed» box to allow the specification of a new installation.

MACINTOSH

1. Insert the CD disc 1 In the CD-ROM drive

2. Double click on the Icon

3. Double click an the Install Icon

4. Follow the instructions under Installation Programme Macintosh

INSTALLATION PROGRAM (DOS AND WINDOWS)

1. The first screen tests the system configuration of the computer on which the game is to be run. The suitability of the tested system (graphics card, sound card, CD-ROM unit speed, etc.) is indicated by colour.

   - A green colour meant that the same will perform to maximum effect in the tested system environment.
   - An orange colour indicates that the game will run but with a slightly reduced performance.
   - A red colour means that the tested system environment is not suitable - the game will not run.

   Note: the game will only run in high resolution (Super VGA – i.e. 640x480 and 256 colours mode). Only VESA compatible graphics cards are accepted by the program. If the test screen did not appear, it is very probable that

your installed graphics card is not a VESA card, or that no driver of this type may be installed.
In this case, you should please contact your dealer for further advice.

2. When the system-configuration test is complete you may select the «accept» option and proceed to the installation screen.

3. The first Installation screen tests the sound card. If the card has been auto-detected (one of the listed cards is green-lit) you may proceed directly to the next screen by selecting the «accept» option. If no card has been detected you may indicate the card in your computer if it is listed on the screen (simply click on the name of the card and the test will be run). If the card is not detected, no card name will be green-lit, and the message «no sound cards» will be displayed in red. You may now try to auto-detect your card by selecting the «auto-detect» option - but beware, an auto-detection attempt may fail and cause an operating system block. In that case, switch of and restart your machine and re-run the installation program. Finally, to check that the sound card has been correctly detected, select the «test» option. If sounds of applause are heard the sound is properly installed; If not, select one of the listed cards or try the auto-detect option as described above. Note: the game can run without sound.

4. The second installation screen allows you to select the disk unit on which you wish to install the files necessary for the game to run properly. To select a drive, click in the corresponding balloon. If an index-finger appears at the edge of the screen, other drives are possible. Click on the finger to access tis other drives. You may also change the game-access path by clicking on the screen where it appears. Use the keyboard to specify a new directory, press the «return» key to confirm the new directory. When the installation parameters are correct, select the «accept» option to proceed to the next screen.

5. The final screen of the installation program allows you to control the size of the area of your hard disk occupied by the game. To change the occupied area click on the central animation. When the area has been set, select the «accept» option. The installation then begins.

6. When the installation process has finished the game begins.

MACINTOSH Installation Procedure:

1. The first screen allows you to select the disc unit on which you can install the necessary files for the good functioning of the game. To select the unit click on the corresponding bubble. If a pointing finger appears on the edge of the screen other options are available. Click on the finger to access these options. When the required disc unit has been choosen select «Accept».

2. The second screen allows you to determine the size the game will occupy on your hard disc. To vary the size click on the central animation and determine the size using the cogs and select «Install». Installation then commences.

3. When installation has finished the game can start from the disc you selected.

SET-UP PROGRAM

The Set-up program is a replica of the installation program. It allows you to change the initial parameters (i.e. those set at the time of the previous installation).

DOS:

To access the Set-up program under DOS, enter «SET-UP» while working in the hard disc directory in which the game is installed.

WINDOWS 95:

To access the Set-up under Windows 95, select the program group in which the game was installed. Then select the program «SET-UP».

STARTING THE GAME

If the game has already been installed:

DOS :

1. Insert CD-ROM Disc 1 in the CD drive.

2. Change to the directory in which the game has been installed, e.g. C:\HAIKU\DID

3. To start the game, type 'PLAYDID' and press ENTER.

WINDOWS 95

1. Insert CD-ROM Disc1 in the CD-ROM drive.

2. Select the program group <DOWN IN THE DUMPS> on the hard disk on which the game was installed (you will find the program group <Down In the Dumps> via the Start menu)

3. Start the game by clicking on the icon <DOWN IN THE DUMPS>

   Note: if you have more than one CD-ROM drives (minimum 2x speed) you can use a CD-ROM disc in each drive. The game will control the drives automatically and you should have no need to change discs during the course of a game.

   Note: you can, in fact, start Down in the Dumps using any of the 3 CDs. With experience you will know which disc will work best with the Carton you wish to play.

MACINTOSH

1. Insert the CD-ROM Disc 1 in the CD-ROM drive

2. Select the file on the hard disc where the game was installed.

3. Double click on the Down in the Dumps icon.

UNINSTALLING THE GAME (WINDOWS 95 USERS ONLY)

1. Insert CD-ROM Disc1 in the CD-ROM drive.

2. Select the <UNINSTALL> option in the installation program.

HOW TO PLAY

Down in the dumps

Manual for Survival in a Dump - for the use of extra-terrestrials and players of Down in the Dumps.

This manual is intended to answer questions which the extra-terrestrials holiday-maker lost in a terran refuse dump is bound to ask.

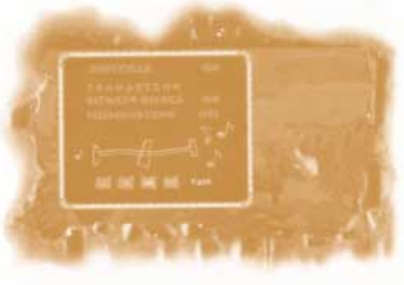
THE GAME SCREEN

1. How can I control the funny character who sits in the middle of the screen?
   Nothing more simple! This obliging extra-terrestrial responds to the mouse. To make him move it is only accessory to click on the play screen, no matter where. In traversing the screen with the cursor you will note that the latter changes its shape depending on its location. The shape matches the different actions you can perform on the environment of the dump. A description of each action is shown at the bottom of the screen.

2. But what good are the two black strips which enclose the superb game zone?
   You may rest assured, they are very useful indeed. The strip at the bottom of the screen serves for displaying subtitles and also as an inventory storage area. You will be able to keep there all the items which you are sure to collect in the course of your exciting adventure.

And what about the strip at the top, then? Well alright then, it hides a number of surprising functions. To verify this, move the cursor into this zone. The functions are represented by the comic and colourful icon which appear before your astonished eyes. Starting on the left, here is a brief description:

The Options



A small window appears in the middle of the screen containing the following options:

Subtitles: When this option is activated (ON) all the screen dialogue is echoed by subtitles.

Transition between scenes: In DiD, moving from one place to another entails a video sequence. If this option is deactivated (OFF) the transition sequences are suppressed.

Teleportation: When this option is activated (ON), characters are automatically «teleported» without previous movement, to the location where they are going to perform an action.

Sound volume: A potentiometer allows the sound volume to be augmented or decreased. This is effected by clicking on the potentiometer and keeping the finger depressed. Moving to the right increases the volume, Moving to the left diminishes it.

Game Speed: Four options are available -

- Normal: standard mode
- Fast: useful if you want to finish a game during a five-minute coffee break.

- Very Fast: watch out, dialogues becomes incomprehensible! This is a cartoon mode - designed to make an already hilarious game even funnier.

- Slow: as with Very fast, this is a cartoon mode - amusing and rather droll.

To quit the Option window, click anywhere in the play screen or on the Options icon in the upper edge strip.

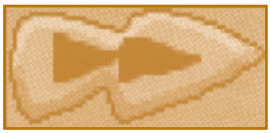
The Camera

No holiday can be complete without some souvenirs for you to show to your envious friends when you return to your home planet.

Thanks to the camera you can record all or part of a cartoon. The upper strip is replaced by the front-panel of a video-camera-recorder.

Give access to the video-library. In this magnificent period-style storage-unit you may store the cassettes of the masterful films you will have created on holiday. At the start of the game it contains seven virgin cassettes graciously supplied by Haïku Studios. An eighth cassette, ready for insertion into the video-camera-recorder is provided in the shape of the mouse cursor. To store it in the storage-unit you need only click in a free place in the unit. You remove a cassette by clicking on it. To insert a cassette in the video-camera-recorder move it over the front panel and click.

This button is only useful in replay mode. It allows a film to run in slow motion.



This button ins only useful in replay mode. It allows the film speed to be accelerated.

Replay button. Starts a film running.

Pause button. Pauses the replay or recording of a film.

Stop button. Stops the replay or recording of a film.

Record button. The game enters record mode. The video-camera-recorder panel disappears. Now all your actions are being recorded. Smile - you're on camera! To stop recording, select the camera icon and then click on the Stop button.

Jump to the start of the tape. Only in Replay mode.

Jump to the end of the tape. Only in Replay mode.

Start Here: Makes it possible to continue playing from the current position of the strip. Warning: the previous game position is lost and can only be recovered through a save. It is therefore recommended to save before pressing this key.

To go back to the current game position (before the Replay mode), just click on the game area (centre strip).

The name of the film. To change the name click on this zone and enter a new name via the keyboard.

Displays the replay speed.

Save

Allows you to save the game status at any given moment. Select one of the balloons; this can be a balloon already containing a saved-game, or an empty balloon bellow. The number of saves is limited only by the amount of free storage space available on your hard disk

Load

This function is available only after the first Save has been performed. It performs the reloading of a saved game. Select the balloon corresponding to the desired Game. A saved game is designated by its name and illustrated by a snapshot of the screen taken at the moment when it was saved.

Get Out

Allows you to stop a cartoon and return to the Ship-Repair-Progress screen. Alternatively to pause the game use the P key or to Quit a game use Alt+F4 on the PC and Command +Q on the Macintosh.

Ship-Repair-Progress screen

Between each cartoon, or when you quit a cartoon using the Get Out function, this screen appears. Here grandpa Blub is the star. Do not hesitate to ask him for information about the status of the ship or about the development of the adventure. He is a little stuffy but is a good sort underneath.

1.When I click anywhere on the screen a quite interesting menu appears. But what is it used for?

Start toon : Select the cartoon you want to play. Only cartoon in progress or finished cartoons are available.

Continue : Reload a cartoon at the point where you left it.

Introduction : Review the introduction sequence.

Load Game : Load a saved game

Options : Identical to the cartoon function options.

Video Library : Select a film and view it.

2.There are still other cute icons in the upper strip. What do they do?
The Camera : Identical in function to the Video Library above.

Load : Loads a saved game. Functions only if there is at least one saved game.

Get Out : Allows you to interrupt a game and return to DOS or Windows 95. It is not advisable to use this &function if you have been playing for some hours, *even if you do have rather urgent things to do, such a revising for your maths exam or filling in your tax return. Alternatively to pause the game use the P key or to Quit a game use Alt+F4 on the PC and Command +Q on the Macintosh.

The Haïku Studio icon

The cherry on the cake. A grandiose sequence which finally allows you to discover the people behind this splendid game.

A letter to Terrans on behalf of the Blub family.

On their own planet, the Blubs have full respect for the environment. In fact, they long ago struck a workable balance between their respect for the planet which nourished them and the unavoidable technical progress needed to improve their everyday life. Hence, on this planet, so blue and so beautiful when seen from space, the Blubs were extremely surprised to find such a disgusting, stinking and filthy environment. Further, the first thought of the Blub girl when she found herself In the dump was, "This planet must be uninhabited - who could live in such a place?" - to which her brother immediately retorted, "Not so, grandpa told me it was inhabited by giants with very flat heads. From which they can't be very intelligent, which must be the reason why they don't take care of their environments!".

By contrast, the Bad Guys live on a planet where not the least trace of a healthy environment has been found for a long time. So they felt completely at ease when they found that this planet offered them a familiar environment. Confident in their future deep in the heart of the dump, they are not concerned by the inhabitants of this planet (with flat heads), convinced that one day, if they continue to degrade it so much, they will end up resembling themselves.

Protection of the planet is more than a duty, it is a question of survival. The protection of the planet starts quite simply with a number of small, dally gestures.

However, If you would like to make a gift to help the bodies who concern themselves with the protection of the environment and the preservation of animal species, here are some relevant addresses:

The Rainforest Foundation UK
Suite A5, City Cloisters
188/196 Old Street
London EC1V 9FR
Email:
trainforestuk@gn.apc.org
or for USA
rffny@rffny.org

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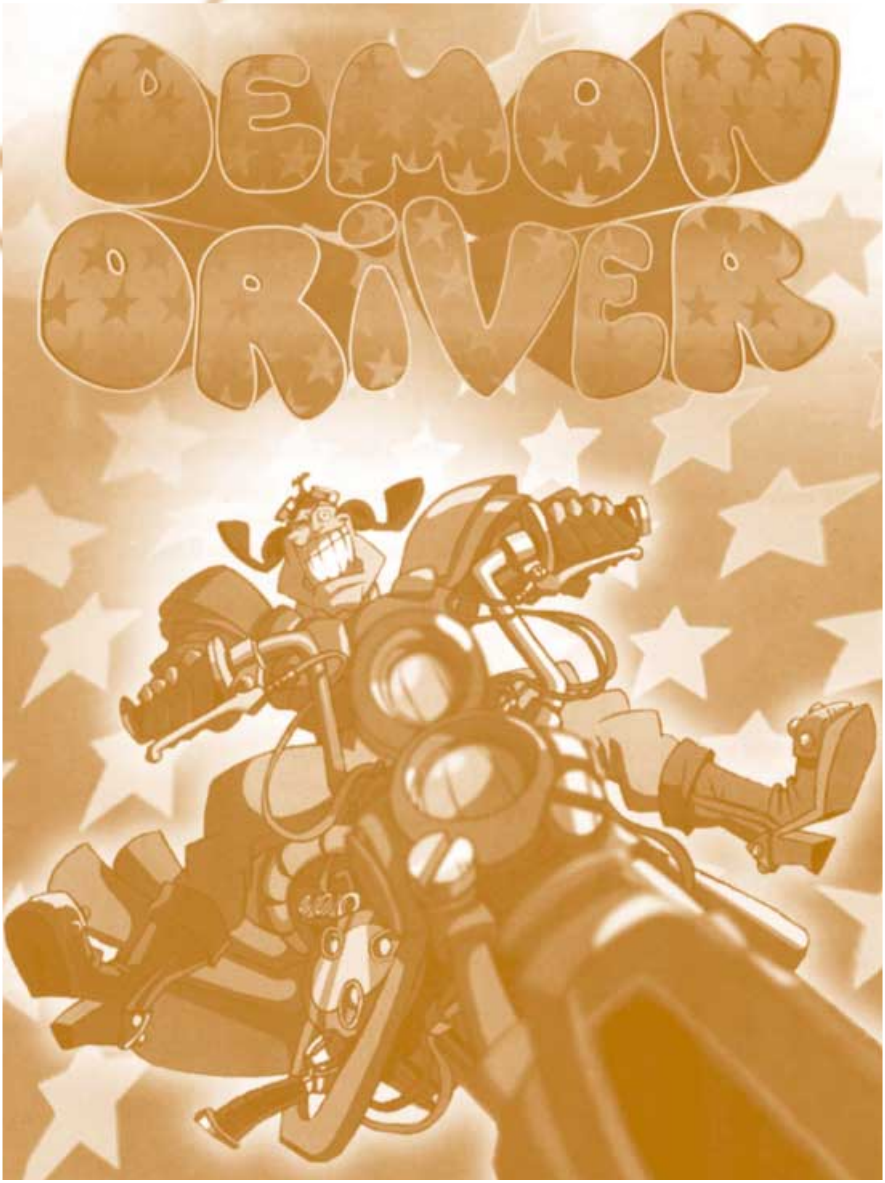
SPECIAL THANKS TO THE SOURCE
THANKS TO ROBERT HOLMES

Down in the Dumps included
150 locations
45 minutes of cinematic sequences
3000 gags
3 hour of 3D computer animations
66 CD-ROMS of RAW DATA
41 GIGABYTES of RAW DATA
700 sounds
150 000 SOURCE CODE LINES
18 000 C language lines

9 GIGABYTES of hard drive scratched
12 PC motherboards burnt out
7300 cups of coffee drank
5700 beers drank
6 dumps visited (Los Angeles, London, Paris, Bastia,
New York, Florence)
55 sleepless nights for each developer
Visit our Web Sites:
http://ww.haikustudios.com
http://www.infogrames.com


DEMON
DRIVER

THE
END

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